



City of Scottsdale - Parks and Recreation Division Adult Sports 5-on-5 Basketball League Rules (4-on-4 Rules are at the end of this document)

ATTENTION: Team captains or co-captains are responsible for informing all team members of the contents of this manual.

COACH AND PLAYER CONDUCT

1. Obscene and abusive language, threats and other unsportsmanlike conduct are grounds for player ejection, suspension or game forfeiture. Further action may be taken as deemed appropriate by the League Coordinator. League Supervisors may forfeit a game for poor sportsmanship, foul language, threats, or flagrant fouls.
2. Player(s) physically assaulting another player, spectator, official, league supervisor, or scorekeeper will be suspended for the remainder of the season and/or tournament. Further action may be taken if deemed necessary.
3. Player(s) ejected from a game for poor sportsmanship will be suspended for a minimum of one league game or tournament game. Further action may be taken if deemed necessary.
4. Player(s) ejected from a game may be asked to leave the gym. Failure to comply will result in game forfeiture and possible suspension.
5. Team captains will be responsible for conduct of their team members and fans, and will see that all players are familiar with the league rules and conduct guidelines.
6. Captains are responsible for controlling their players on or off the court. The captain or acting captain is the only person that may confer with the official(s).
7. Dunking is prohibited at all times (unless otherwise stated by the League Coordinator). Players dunking the ball at any time will receive a technical foul, and may receive a one game suspension.
8. Three flagrant/technical fouls received by any combination of team members or coaches will result in game forfeiture and the coach or players may be suspended for a minimum of one game.
9. Two technical fouls of any kind, received by a single player will result in that person being ejected from the game and result in a minimum of a one game suspension.
10. Players noticeably under the influence of drugs or alcohol will be ejected from the game and gym. Violation of this rule may result in game forfeiture and player suspension.
11. Players given a technical foul AFTER the final horn has sounded will be suspended from league play until they have a conference with the League Coordinator.

ROSTERS

1. All players must be on their team's roster.
2. All players must be 18 years of age before the first league game.
3. Players may play for only one team.
4. Roster changes will be accepted until 5:00pm on the Friday of the second week of originally scheduled league play. Only the **team captain** may make roster changes to the Site Supervisor or League Coordinator. If the team-limiting policy is in effect, only Scottsdale residents may be added to a roster after they have completed registration.
5. Rosters are limited to twelve players. Individual awards, such as t-shirts for 1st and 2nd place in division play, are given to ten players only.
6. Game line-ups with full names and starters must be given to the scorekeeper 5 minutes prior to game time.
7. A technical foul will be assessed for adding players to the line up after play has begun. Violation in above rules may result in game(s) forfeiture.

PLAYER IDENTITY CHALLENGE

1. Use of illegal player(s) may result in player suspension for the next league or tournament game, and may result in the forfeiture of that game.
2. Prior to each game, the team captains may challenge the legality of the opposing team's *starting* player(s). The team captain may also challenge the opposing team's substitutes prior to them *entering the game*. Challenged players will be allowed ten minutes into their game time to produce proper identification to the Site Supervisor. If proper ID has not been presented after the ten-minute time limit, the challenged player(s) will be declared illegal. League officials may question any player's legality at any time.

FORFEITS

1. Game time is forfeit time! Teams will be allowed a 5-minute grace period at the beginning of the game only for two games during the season. If after five minutes a team is short players, the game will be forfeited. Forfeits may be declared for a team not having four players on the court at game time, use of illegal players, or due to player/fan misconduct. No player may be "picked up" to avoid a forfeit.
2. Two forfeits may drop a team from the league without a refund. If you know in advance that you have to forfeit, please notify the Sports Office at 480-312-0227.

TIME, TIMEOUTS & OVERTIME

1. Four players must be on the court, ready to play, at game time. At the end of the first half, if a team does not have a fifth player, the game shall be forfeited. Once a team has used their two allotted grace periods (one per game, at the beginning of the game only), game time is forfeit time.
2. Game length will consist of two 20-minute halves of running time except that the clock will be stopped during the last two (2) minutes of the game when the difference in team score is less than 15 points. Clock stops for injuries and time outs throughout the game.
3. Each team receives 3 timeouts per game. Only two timeouts carry over from the first half to the second half or into overtime periods. Timeouts are a maximum of 45 seconds.
4. Overtime periods will begin with a jump ball, and a three-minute stop clock will be in effect. If still tied after two overtimes, sudden death will be invoked (the next scoring possession wins). Each team is allowed 1 extra timeout for each overtime period. All fouls carry over into the overtime period and/or sudden death.

FREE-THROWS & FOULS

Teams will be awarded free throws as follows:

1. Fouled in the act of shooting inside the 3-point line:
 - 2 shots; **clock continues to run**
2. Fouled in the act of shooting behind the 3-point line:
 - 3 shots; **clock continues to run**
3. Any deliberate or flagrant foul:
 - 2 shots; **clock continues to run** and possession goes to shooting team
4. Any technical foul:
 - 2 shots; **clock continues to run** and possession goes to shooting team
5. On the seventh team foul in the first or second half, teams will be awarded a one-and-one bonus. Clock continues to run. On the tenth foul, teams will be awarded a two-shot bonus, and the clock continues to run.

PROTESTS

1. To Protest: The official and the Site Supervisor must be notified, and a notation made on the score sheet, at the moment of the infraction, prior to the ball being put back into play.
2. Valid protests must be written and submitted to the Sports Office by 5:00pm the next working day, with a \$10 check payable to the City of Scottsdale. If the protest is upheld, the check will be refunded. If the protest is denied, the check will be deposited. Protest must cite specific rules, not judgment decisions.

UNIFORMS

1. Uniforms, meaning jerseys of the same color with permanent numbers (sewn on, ironed on, or silk screened) on the front and/or back (preferably both) are required. Each player must have a different number. Three digit numbers and/or sharing of jerseys will not be allowed. Tape, magic marker, etc. is not acceptable for number designation.
2. Teams will be allowed to have one (1) player per game without a uniform number. EXAMPLE: Four (4) players with numbers and one (1) player without, the team will still be assessed one (1) technical.
3. If a team has multiple players without uniform numbers the team may use only one (1) player without a number for that game. EXAMPLE: Five (5) players with numbers and two (2) without numbers...only one (1) without numbers may play.
4. The penalty is a two-shot technical plus possession at the moment the player enters the game. EXAMPLE: If the player is a starter then the penalty is assessed at the start of the game, otherwise the penalty is assessed when the player enters the game. **This will go into effect on the day of the third league game. If you do not understand, please ask the Site Supervisor.**
5. Tennis shoes (no black soles) are required.
6. The Site Supervisor will review uniform discrepancies.

TIE-BREAKERS (FINAL STANDINGS)

If a tie exists between two or more teams for final standings, tie-breakers will proceed in the following order:

1st tie-breaker: team with best record in head-to-head games between teams involved in the tie

2nd tie-breaker: team with highest total points in head-to-head games between teams involved in the tie

3rd tie-breaker: team with the fewest forfeits

If teams are still tied after tie-breakers, head to head scores versus the next highest seeded team will determine the final seeding for playoffs and 1st & 2nd place.

GENERAL INFORMATION

1. The League Coordinator has the authority to change a teams division after league play has begun.
2. For tournament play, the top two teams in each division may move up one division (except the top division) and the bottom two teams may be moved down one division (except the bottom division).
3. The Site Supervisor shall be responsible for all gymnasium, lobby, and restroom activities, and has authority to make any decisions, which are necessary to maintain order and continuity within the league. Bags, balls, towels, keys, etc. are

not allowed on court baselines. All equipment must be kept between the courts and sidelines. Stretching/warm-up activities are permitted in lobby only.

4. A jump ball will be used to start a game. In all other jump ball situations the teams will alternate possessions.
5. The official rulebook shall be the current National Federation Edition Basketball Rules.
6. The League Coordinator shall have the authority to institute new rules or change old rules to maintain continuity of the overall sports program.
7. Consumption or possession of any alcoholic beverage by players and/or spectators during league play and tournament play is prohibited. Violation of this rule will result in player ejection, suspension, and/or game forfeiture.
8. A player who is bleeding, or has an open wound, or has excessive amounts of blood on his/her uniform shall be directed to leave the game.

If ever any doubt clouds a ruling, the National Federation of High School rules will apply.

PLAYERS SHOULD BE IN GOOD PHYSICAL CONDITION TO PARTICIPATE IN THIS LEAGUE. THE CITY OF SCOTTSDALE DOES NOT CARRY INSURANCE FOR LEAGUE PARTICIPANTS. PLAYERS PARTICIPATE AT THEIR OWN RISK.

City of Scottsdale, Adult Sports Office • 480-312-0227

City of Scottsdale - Parks and Recreation Division

4 ON 4 RULES

GENERAL

- Each team plays with four players.
- Teams can play with a minimum of 3 players. Three players must be on the court at game time to avoid a forfeit.
- A total of eight (8) players can be registered on a team's roster.
- Rosters will be locked after the third game of the regular season.
- Teams will play 2 games each Sunday unless otherwise notified.

TIMING

- 1st half; 10 minute running clock.
- 2nd half; 8 minutes running clock plus a two minute stop clock at the end of the half.
- Clock will stop for time outs and officials time out for injuries or as needed.
- **Timeouts:** Each team will get one (1) full-minute timeout and two (2) 30-second timeouts per game, plus (1) full-minute timeout for each overtime period.
- Unused time outs do not carry over to the overtime period.

FORMAT

- The City of Scottsdale Adult Sports department will use the "SPEED BALL" format for all games;
- All field goals are worth 2 points.
- Any non-shooting foul before the bonus (5 team fouls), will result in the ball being placed out of bounds, closest to the foul, to the fouled team.
- If a player is fouled in the act of shooting, and the ball does not score, the fouled team will be awarded 1 point and the ball at the baseline.
- If a player is fouled in the act of shooting, and the ball does score, the fouled team will be awarded the basket plus one point (3 points) and the ball will turn over.
- Offensive fouls will not result in any point being awarded, but the ball will turn over to the fouled team.
- **Bonus:** Any non-shooting foul after reaching the bonus will result in one point and the ball.
- Four personal fouls on one player will foul out that player.
- Overtime periods will be two minutes. If the game is still tied after the overtime is completed, the sudden death procedure will be employed.
- All players must have matching numbered jerseys by the 3rd week of play. No drawn on numbers, or tape.

LAST 2 MINUTES

- A stop clock will be in effect.
- If a team is in the bonus, free-throws will be in effect as one-and-one or double depending on the foul count (5 to 7 team fouls = one and one; eight or more team fouls = two free throws).

